# ASTONISHIA STORY™

EVERYONE 10+

E 10+

CONTENT RATED BY ESRB

sonnori
FOR FUN FOR NEW FOR YOU

UBISOFT

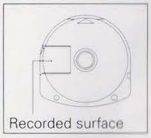
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

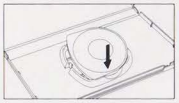
## Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

## Use and handling precautions

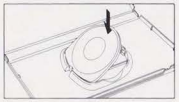
• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recorded surface



### Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



### Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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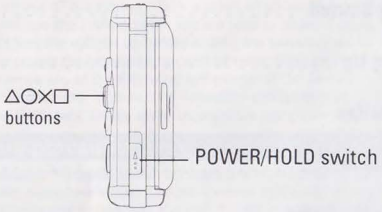
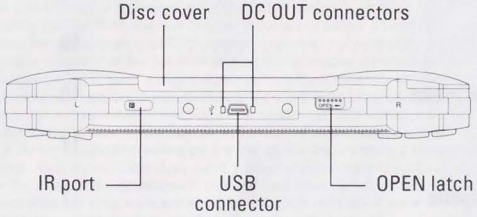
# GETTING STARTED

## Right side view




## Front view




Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the Astonishia Story® UMD™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

## MEMORY STICK DUO™

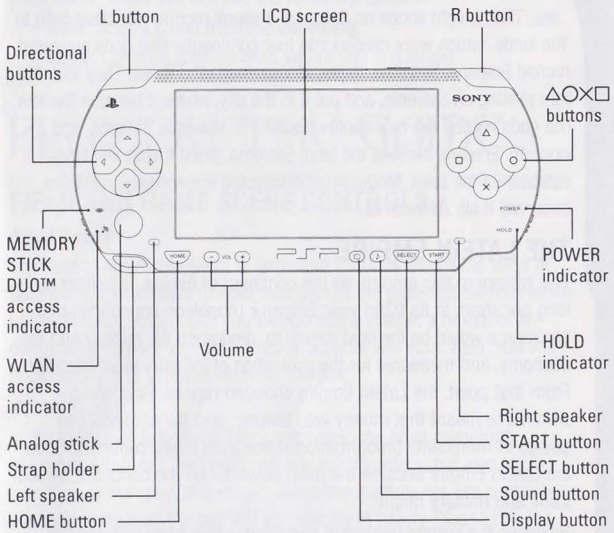
*Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP™. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.



# STARTING UP

## PSP™ (PlayStation®Portable) system configuration




## CONTROLLER BUTTON ICONS

Directional buttons and analog stick: . . . . . Move character/Menu navigation

START button and △ button: . . . . . Bring up menu/Exit menu

⊗ button: . . . . . Character action/Menu accept

◎ button: . . . . . Cancel

# INTRODUCTION

## IN THE BEGINNING...

Before the creation of the land called Sylvenia, there was only the red sea. Then a light shone on Sylvenia. It shook roughly and gave birth to the lands, which were divided into four continents. Five gods appeared, named Ersenne, Sylveroa, Ilkyra, Moduzainen, and Relka. They took the light shining on Sylvenia, and put it in the sky, where it became the sun. The gods named the four continents Ashiria, Valancia, Esirema, and Ionnorth. Ersenne blessed the land, Sylveroa gifted it with life, Ilkyra established the laws, Moduzainen distributed knowledge, and Relka observed it all. *Astonishia...*

## THE LATEIN EMPIRE

This history of this empire, on the continent of Ashiria, is neither so long nor short. In its 92nd year, Emperor Utopoleon announced that commerce would be the best means to strengthen the military and the economy, and measures for the promotion of industry were founded. From that point, the Latein Empire changed rapidly. Flourishing commerce meant that money was flowing, and the comings and goings of merchants brought information from every continent. Soon the Latein Empire became the most powerful on the continent, in both trade and military might.

However, the empire neglected one thing – free trade allowed the influence of other cultures to flow in without any limitation. Over time, the Latein Empire lost much of its own culture, but took on aspects of other cultures throughout Ashiria. In addition, the territory was divided into seven states for the sake of administrative convenience.

## PROLOGUE

Lloyd, a knight from the Latein Palmira state, and his commander Lance are bringing back the treasure of the royal family – the Staff of Cainan. As they return, they are attacked by Francis, a knight from Ferarin. Lance and his platoon are ambushed and wiped out, and Lloyd collapses. When he awakes, he takes off alone to find the staff. The Griffon seal on Francis' cape is his only clue, and his journey begins...



# MAIN MENU

After the opening animation, press the START button, to get to the Main Menu. There you will see the following options:

- **New:** Start a game from the beginning.
- **Load:** Continue a game from where you last saved.

# PLAYING THE GAME

## FIELD AND GAME SCENE CONTROLS

### *Field Scene*

The field of Astonishia Story is large and includes the whole state of Rudelburg, the territory of Abur, and part of the deserted Barrens in the Latein Empire. In the field, you can go into a village, a forest, or a dungeon. If you encounter an enemy, a battle will start. Also, you will occasionally find valuable items in the field.

### *Battle Scene*

In the battles of Astonishia Story, attributes can have numerous variables. Attributes are given not only to characters, but also to weapons, geography, and magic. Since these attributes are correlated, you can easily lead the battle if you use them wisely. Please refer to the later sections of this manual for a detailed description of attributes.

### *Village Scene*

Talking to the people in a village is indeed the fastest way to find clues to solve a very difficult, tricky case. Also, since there are items in a village and in several places inside houses, you can enjoy the game more by looking around these places.

### *Dungeon Scene*

The monsters in a dungeon are far stronger than the monsters on land. Furthermore, since the dungeon is full of monsters you do not see on land, you always have to be careful when you fight in the dungeon. Also, the dungeon is so dark that you cannot see the monsters. Nonetheless, many adventurers enter the dungeon and risk their lives to find valuable items often hidden inside.

## COMMAND RING AND FIELD MENUS

Push the △ button to access the Command Ring menus in the field. Field menus include:

- Status and Equipment
- Use Item or Skill/Magic
- System

***Status and Equipment***

In this menu, you can check a character's current status and get information on his or her equipment and the party's money. You can also see what characters are in your party.

If you choose to swap out a piece of equipment, a window of available options pops up. Just choose the one you want and you will be returned to the previous menu.

***Character Status***

| | |
|---|---|
| **HP** | Character's health level |
| **MP** | Character's mana level |
| **EXP** | Experiences remaining before the next level |
| **Agility** | Level of quickness in battle |
| **Movement** | How much distance the character can cover in one turn |
| **Skill** | Effectiveness when striking an enemy |
| **Attack** | Level of damage to enemies |
| **Attribute** | Character's native attribute |
| **Defense** | Defense against enemy attacks |

***Item Usage***

In the Tool Usage window, you choose a character and then an item you want him or her to use. When you move your cursor over an item, its name and effect are displayed.

***Skill/Magic Usage***

Choose a character, the type of magic you want him or her to use, and the character the magic will be performed on. However, in the field, you can only use the magic of the restoration world.

***System***

Use this menu to save a game, and to retrieve and delete saved data. Examples of saved game data include the current location, total playing time, money in possession, and information about the party. You can also control background music and sound effects through this menu, and return to the title screen.



## BATTLE MENUS

Push the ✕ button to access the Battle menus:

- Status
- Item
- Skill/Magic
- Attack
- Move
- Run
- End

***Status***

You get enemy data in this menu, but only if you have previously fought the same monster of the same level. If your condition becomes abnormal, you can also see the current state of abnormality in this window.

***Item Usage***

There are two types of items in battle: restoration items (used by allies) and combat items (used against enemies). There are no permanent items; they all get consumed when you use them.

***Skill/Magic Usage***

Choose a character, the type of magic you want him or her to use, and the character or location that the magic will be performed on. If it is limited magic, the range of effects will appear when you choose a target.

***Battle Results***

Here you will see various scores from the battle, including:

- Total battle experience points
- Personal points
- Items gained
- Gelder gained

At the end of the battle, the "Best Fighter" symbol appears on the character who dealt the most damage. That character will gain extra experience points.

## A TUTORIAL ON ATTRIBUTES

Attributes are divided into two groups. An arrow will point to the dominant attribute.

***Damage Example: Against a character with Blaze World attribute***

**Vacuum World** . . . . . 50%
**Blaze World** . . . . . 30%
**Ice World** . . . . . 150%
**Lightning World** . . . . . Standard
**Restoration, Transformation, or Spirit World** . . . . . Standard

- Damage inflicted by Blaze World magic (the same magic) or weapon is only 30% of standard damage.
- Damage to the Blaze World attribute by the weaker magic or weapon of the Vacuum World is 50% of standard damage.
- Damage to the Blaze World by the stronger magic or weapon of the Ice World is 150% of standard damage.
- Standard damage is caused by the Lightning World.
- Damage inflicted by the magic or weapon of the Restoration, Transformation, or Spirit World causes standard damage.

The values above can also be applied to probability (the probability that something will succeed becomes one-half, 1.5 times, etc.)

***Ability Example: Using a weapon or magic against an opponent with the same attributes.***

- Probability of a successful hit is decreased by half.
- Damage to weapon is increased by 1.2 times.

***Geography Example: If a character has Blaze World attribute***

- If the land's attribute is the same as the character's, the inherent striking power of that character increases by 1.5 times.
- If the geographical attribute is the Ice World, the inherent striking power of that character decreases by 1.5 times.

# CHARACTERS

**LLOYD** **Age:** 24 **Class:** Knight

Lloyd has been promoted rapidly at an early age and is the vice-commander of the Palmira 5th Infantry. He is very proud of his title and ability. He is not good at controlling his emotions, though.

**YLENNE** **Age:** 22 **Class:** Apprentice Wizard

The granddaughter of Lezail, Ylenne is one of the Eight Counselors in Astonishia. Lloyd saves her when she is abducted by the bandit Karof. While bold and immature, she is kind and understanding.

**RUDOUG** **Age:** 25 **Class:** Monk

Rudoug is Carrahan's best pupil, the polite warrior with a strong sense of justice and loyalty. He is shy and not a man of the world.

**RENDALF** **Age:** 180 **Class:** Merchant–Warrior

A veteran general who has been through many battles, Rendalf is now a merchant. Unlike other dwarves, he does not get angry easily and judges things objectively. However, his bitter remarks show that he is surely from a dwarf tribe.

**LEZAIL** **Age:** 135 **Class:** Wizard

Since childhood, he has demonstrated great intelligence and outstanding magical ability. At the age of 30, he was called the Prominent Sorcerer and now is one of the eight nestors in Astonishia. He has a staff called Vichrec, which is made of wood hit by a thunderbolt.

**AKRA** **Age:** Unknown **Class:** Magic Monk

Akra dislikes those who discriminate against the other tribes. She acts bitter and cold, but is in fact warmhearted and shy.

**JENAS** **Age**: 118 **Class:** Archer

Jenas is the last survivor of Halken Village, the guardian village of Gaurnberg, where Lloyd stopped in the middle of the military expedition for Ferarin. Jenas is the only one who can speak the archaism of the ancient Elf Empire.

**HATAIK** **Age:** 12 **Class:** Fighter

As the first son of Abur tribe elder Klaff, Hataik is the legitimate heir of the Asakan blood. He inherited the Asakan family's sword of honor, "Galangan." Bold and clever, he never believes others are superior to him.

**FRANCIS** **Age:** 126 **Class:** Knight

Francis, an illegitimate child of King Kaiathas, obtains one of the five legendary swords, "Flame Striker" (Sharkin), while wandering. Afterward, everything gets twisted as he encounters Lezail, helps him solve the case of Ferarin's life-tree, and falls in love with Brimhild, the queen of Ferarin.

**BRIMHILD** **Age:** 280 **Class:** Queen–Wizard

The only daughter of the king of Ferarin, Brimhild has seen her land endure harassment from neighboring counties. She has a clear head and astonishing beauty. Over the years, she has accumulated much knowledge.

**HERZO** **Age:** 232 **Class:** Knight

A fighter, she has a strong sense of responsibility and devotion. With Akra, she leads Ferarin's regulary army.

**PATTON** **Age:** 40 **Class:** Fighter

To supplement the regular army, Queen Brimhild hires Patton as the chief of the mercenary troops. He is a mean and vulgar character who does whatever it takes to achieve his ends. His merciless plunder and reckless strategy cause numerous conflicts with Herzo from the regular army.

### DRYDEN

**Age:** Unknown

**Class:** Unknown

He is the most mysterious figure in Astonishia's history. Few people, including the Eight Counselors, know his identity.

# STORES

## WEAPONS SHOP

Purchase weapons, armor, and shields for battle.

## ITEMS SHOP

Purchase food, medicine, and so on. Once in a while, a valuable magic item will be available here.

## INN

This is the place where travelers stop to rest. You can recover from the exhausting journey here.

## STORE MENU

The basic store menu has the following options:

- Buy
- Sell
- Exit

***Buy***

When you purchase something in a store, signs above the character's head will tell you whether you can give the item to that character and whether what you have chosen is better or worse than what the character already has. You should check these signs before your purchase.

***Sell***

In the store, you can sell the items you currently have – although at a much cheaper price than you bought them for. Event items and items currently in use cannot be sold.

# MONSTER TRIBES

## GAROLIN

The whole consists of many small tribes scattered throughout the continent of Ashiria, and their life forces are amazingly strong. There is also a country established by about 10 large tribes.



## ELF

The tribe harmonizes with nature. But tribal wars that plunged the entire continent into chaos have put elves on extremely bad terms with humans.

## BANDIT

Bandits show up everywhere as corruption and weakened security plague the Latein Empire.

## LEACH

In the past, they were powerful sorcerers, but exchanged their lives for the forbidden immortal magic. Although they succeeded in acquiring that magic, most of them lost their spirits and became like the dead floating around in the highest heavens.

## HILLGIANT

They are one of the formerly giant tribes that are almost extinct now. They usually retire to hermitage in the high mountains. They are so violent and selfish that they cannot bear others entering their territory.

## CRAWLER

No information found.

# MAGIC

(Excerpted from *The Whole Understanding of Magic*, written by Hemeinbellnue Van Muro, sorcerer to the king of the Holy Empire Anria, head of the general meeting of mage guilds, and later called the Great Role Master)

*It is considered that magic is the reason why Sylvenia exists in the material world. Sylvenia is considered cosmic (one with the universe) because it consists of endless chaos. And without a system, or order, the core of endless chaos has no clear laws, but that goes more into theology and not to the point... Let's just say that the chaos of magic is a part of what Sylvenia is in the material world.*

*There are three fundamental elements of magic that exist in both the material and magical worlds of Sylvenia: Cosmos (spirit); Chaos (transformation); and Order (restoration). When they appear, they break the world's laws of science (physics, chemistry, etc.), and very unusual changes happen. Among these reactions, there is one thing in common: they all hold amplified destructive powers.*

*These three elements are the foundation of the four attributes of magic. Blaze, Ice, Vacuum, and Lightning that form the*

*magical world. They are different from the four elements of earth, fire, water, and air that form the material world. Many mages have ceaselessly experimented to prove the existence of other attributes of magic, but it has been argued that such attributes cannot be generated since they contain so much destructive power. If there are such attributes, we may never discover them.*

*The most important thing in using magic is the user's spiritual strength. A man's spirit is a small Cosmos itself. When one uses magic, that person touches chaos and drains its spiritual strength causing mental fatigue. Mental exhaustion can never be recovered without enough rest. So don't use your magic excessively, or your soul will end up being destroyed.*

### Attributes of Creatures

(Excerpted from *The Story of the Constitution of the Material World*, written by Zenil Phillow, a chemist from Margod, in the year 1380)

*Most creatures in the world have no outstanding attribute, because most have a little of every attribute. However, there are some exceptions. These exceptions are usually monsters and animals in which one attribute has developed abnormally. However, these are not the only exceptions. Sometimes, humanoids and human beings show these aspects. Those with inclined attributes usually demonstrate more excellent abilities than ordinary people.*

### Summon Magic

(Excerpted from *The Research Diary*, by Boosa, a Mage from the Rakaman Empire, in the Rakaman year 29)

*Summon magic is amazing enough to outdo all known concepts of magic. Even the gods should comply with certain laws when using their own powers. Summon magic is a formula completely different from other theories in Sylvenia and the universe. You can call for creatures from other dimensions, and they should carry out orders from summoners because they have to follow the gods' rules in order to return to their own dimension. Otherwise, summoners would ... (Rest of manuscript damaged.)*

# MAGIC SPELLS

## THE FIRE WORLD

**Pyra:** Throw flame at an enemy.
**Metsha Pyra:** Set off a chain of explosions in a targeted area.
**Pyra Storm:** Raise swirling flames into the air.
**Pyra Water:** Flame shoots from the ground.

## THE AIR VACUUM WORLD

**Ier Cutter:** Explode condensed space.
**Shiken:** Explode a huge, condensed space.
**Levitate:** Raise a body into the air.
**Ier Barrier:** Increase defensive force.

## THE PSYCHIC POWER WORLD

**Fear Formason:** Bring fear up from the bottom of an abyss.
**Recovery:** Recover from mental anxieties.
**Berdios:** Cause mental disorder and confusion.
**Formason:** Inflict mental damage.
**Mess Recovery:** Recover from mental anxieties and cause nearby people to recover from theirs.
**Metsha Berdios:** Cause mental disorder to groups, inducing confusion.

## THE ICE WORLD

**Eigen Field:** Lessen agility by making roads become icy.
**Eigen Serpent:** Inflict injures with ice shards.
**Eigen Dios:** Decrease the opponent's striking power by freezing his or her body.
**Curspeed:** Cause a sharp ice spear to fly through the air and penetrate the opponent's body.

## THE TRANSFORMATION WORLD

**Arun Dikner:** Increase striking power by sharpening weapons.
**Dikner Trance:** Transform personal attributes into geographical attributes.
**Moyra:** Change earth to marshes in order to hinder the opponent's movement.
**Seren Murei:** Make it impossible for people to use magic in a certain area.
**Dikner Murei:** Generate poisonous clouds in order to intoxicate the opponent.

## THE LIGHTNING WORLD

**Soulerd Turner:** Cone-shaped electrical shock to the front line.
**Lightning Screw:** Shoot a thick electric ray forward.
**Triple Cross:** Increase agility +2.
**Blade:** Attack an enemy with an electric sword.
**Wyders:** Strike everywhere with thunderbolts.
**Shakra:** Give strong electric shocks.
**Soul Strike:** Throw strong thunderbolts from the sky and wrap surroundings in strong electricity.

## THE RECOVERY WORLD

**Cure:** Detoxify.
**Healing Tear:** Revive people incapable of fighting a battle.
**Healing Barrat:** Continuously heal injuries.
**Pontine:** Recover party's HP.
**Heal:** Recover HP.

# SKILLS

(Excerpted from *Why a Superhuman*, by Mr. Striker, an artist from IC city, in 1972).

*The law of life in the universe: "Without re-creation for oneself and development, there would be nothing but dying."*

*Human beings are the same as all other creatures. If they fail to re-create and develop while settled down in the present, they become ancients fixed in the past.*

*Will you follow the history of dying out by settling down in the present as a human being? Or will you create the future by being reborn as a superhuman?*

*The law of survival: Only creatures who continue to create, develop, and grow will survive... (Rest of manuscript damaged.)*

## CHARACTER SKILLS

### *Lloyd*

- **ZIP Attack:** Strike downward with effectively condensed power.
- **ZIP Defense:** Focus every power on defense.
- **Lightning Screw:** Inflict body-penetrating damage on the opponent by raising great electricity. One of the Lightning skills.
- **Triple Cross:** Cut the opponent three consecutive times.
- **Blade Rain:** Send a rain of swords down upon a large number of enemies.
- **Oz Breaker:** Make Lloyd ascend to the sky in order to cause the heavens to fall.

### *Rudoug*

- **Chi Strike:** Strike with one hand that is concentrated with energy.
- **4-Strike Combo:** Four consecutive strikes.
- **Shock Wave:** Create a shock wave on the ground and cause an internal injury to the enemy.
- **Big Steps:** Increase moving range by increasing the step distance.
- **Chi Attack:** Gather Chi from above and blow out with your hands.
- **Sunrise Kick:** Kick the enemy up and then do an axe kick.

### *Rendalf*

- **Uracha!:** Shout this to strengthen an attack.
- **Enom!:** Shout this to send a hatchet after a fleeing opponent.
- **Knee Breaker:** Render the opponent unable to move simply by imagining the pain.
- **Enomdu!:** Shout this to throw a stick dynamite and set it off by remote control.
- **Lightning Axe Special:** Make a huge electric ball by connecting axes in both hands to electricity and explode it.

### *Jenas*

- **Harken Knuckle:** Stab the opponent with a dagger after striking him or her down with a bow.
- **Lightning Harken:** Shoot a penetrating thunderbolt arrow in a straight line.
- **Rage of Harken:** Shoot dozens of fire arrows into a battlefield.

### *Hataik*

- **Power of Galangan:** Increase a sword's striking power.
- **Wind of Galangan:** Cut the opponent from a distance with the strong wind from a sword.
- **Punishment of Galangan:** Burn up the environment with swirling flame powers from a sword.
- **Light of Galangan:** Lock up darkness with light glaring off of a sword.
- **Dash of Galangan:** Galangan grows gigantic, then dashes and wipes out everything.

# EQUIPMENT & ITEMS

## WEAPONS

| Name | Data | Name | Data |
|---|---|---|---|
| Dagger | Striking Power 4 | Great Axe | Striking Power 19 |
| Short Sword | Striking Power 8 | Wooden Bow | Striking Power 8 |
| Long Sword | Striking Power 12 | Short Bow | Striking Power 10 |
| Bastard Sword | Striking Power 15 | Cross Bow | Striking Power 12 |
| Great Sword | Striking Power 17 | Iron Dagger | Striking Power 8 |
| Garolin Sword | Striking Power 14 | Falchion Sword | Striking Power 8 |
| Two-Handed Sword | Striking Power 20 | Tiger Claw | Striking Power 9 |
| Rapier | Striking Power 16 | Arhat's Fist | Striking Power 10 |
| Staff | Striking Power 4 / MP + 8 | Manitou | Striking Power 13 |
| Rod | Striking Power 7 / MP + 14 | Obsidian Bow | Striking Power 17 |
| Axe | Striking Power 13 | Vichrec | Striking Power 17 |
| Double Axe | Striking Power 16 | | |

## SHIELDS

| Name | Data | Name | Data |
|---|---|---|---|
| Bronze Buckler | Defensive Power 2 | Iron Shield | Defensive Power 8 |
| Iron Buckler | Defensive Power 4 | Knight Shield | Defensive Power 10 |
| Bronze Shield | Defensive Power 6 | | |

## ARMOR

| Name | Data | Name | Data |
|---|---|---|---|
| Cape | Defensive Power 1 | | |
| Cloak | Defensive Power 3 | Leather Armor | Defensive Power 12 |
| Robe | Defensive Power 5 | Scale Mail | Defensive Power 18 |
| Hunter Suit | Defensive Power 7 | Chain Mail | Defensive Power 22 |
| Leather Robe | Defensive Power 9 | Plate Mail | Defensive Power 25 |

## ITEMS

| Name | Data |
|---|---|
| PB&J Lunch Box | Recover 10 HP |
| Mood Pill | Cures fear |
| Herb | Recover 50 HP |
| Headache | Cures confusion |
| Bread | Recover 80 HP |
| Kiss of Dwarf | Cures Paralysis |
| Meatloaf | Recover 130 HP |
| Red Pepper Powder | Increase character's power the next 3 turns |
| King's Lunch Box | Recover 300 HP |
| Smoke Shell | Escape 100% |
| Grilled Eel | HP up 200, MP up 100 |
| Seed of Life | Revive people unable to fight and to completely recover HP |
| Magic Potion | Recover 70 MP |
| Shield Ring | Increase a defensive power by 20 |
| Tent | HP up, Mp up, to completely recover (only in fields) |
| Protection Amulet | Increase defensive power by 20 |
| Dalphyn Shoes | Increase speed in fields by 1 |
| Green Herb | Detoxify |

## COMMODITY ITEMS FOR ATTACKS

| Name | Data |
|---|---|
| Throwing Knife | Striking Power 15 |
| Throwing Dagger | Striking Power 13; you should use three of them at a time |
| Short Spear | Striking Power 20 |
| Iron Wedge | Striking Power 10; if the wedge hits a target, it cannot move for 1 – 3 turns |
| Javelin | Striking Power 27 |
| Bomb | Striking Power 120; damage range 3x3 |
| Throwing Axe | Striking Power 33 |
| Chakram | Striking Power 100 |
| Boomerang | Striking Power 43; you can use it only once more |
| Poison Needle | Poison the opponent and decrease the remained HP by 20 % |
| Harpoon | Striking Power 80 |

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Thanks,
The Ubisoft Team

**Astonishia Story™**

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